

## 1. PROJECT DESIGN

“In a betting community, no one was willing to bet on us fifteen years ago. The City gave us a 5-year lease when the Museum originally moved into the building in 1991; now we have a 50-year lease from the City.” These statements, from Las Vegas Natural History Museum’s Director, sum up this institution’s journey since opening its doors to residents of this community. In a decade and a half, the Las Vegas Natural History Museum (LVNHM) has established itself, not as a destination for the millions of tourists that flock the “Strip” each year, not as a research facility with scientists making new discoveries, but rather as a solid and trusted educational resource for children and families in this community.

This city’s luxury hotels frequently host multi-million dollar attractions, including museum exhibits, but how many local families (particularly those with modest or low incomes) frequent these luxury hotels? Not many! If the only means of exposing families residing in Las Vegas to exciting and educational exhibits is through these luxury hotels, then a vast percentage of families will be left out. LVNHM has created a sound, reputable “product” and a comfortable atmosphere for school children and area families to become immersed in quality educational opportunities. Although a museum with a modest annual budget, LVNHM has achieved excellence and become an important community resource through its successful public program efforts and its partnerships with the University of Nevada-Las Vegas and the Clark County School District.

Through this proposal, the Las Vegas Natural History Museum requests IMLS funds to improve and upgrade the Museum’s 16-year-old Prehistoric Life Gallery. The proposed changes will transform the 6650 sq. ft. exhibit into an inviting and interactive environment that will educate and entertain community school children and families for decades to come. By carrying out this project, we will increase interpretive capabilities in the gallery and re-engage visitors in an exhibit where they will become absorbed in exciting learning opportunities. Major project components are described below and include integration of technology, new interactive elements, and upgrades of current aspects of the exhibit to tie in with the new proposed components.

### Technology Integration:

1. Ambient Lighting – Appropriate illumination will be used to highlight the exhibition and provide visual cues for visitors. Fluorescent lighting fixtures will be replaced with state of the art exhibit track lighting that can be controlled to create ambient light and set the focus on particular exhibit elements.
2. Computer animations – These 1-3 minute animations will be projected on five flat screen monitors located in rock outcroppings or interactive panels. Titles and content include:
  - *Geologic Time* – An explanation of the geologic time period covered in the exhibit;
  - *Fins to Feet* – An evolutionary look at existing life during this time period;
  - *Dinosaur Imposters* – An exploration of the characteristics of dinosaurs and non-dinosaurs;
  - *Dispelling Myths: Troodon* – Will dispel common myths associated with dinosaur behavior;
  - *Ichthyosaurs* – This animation will help visitors explore and learn about these marine reptiles, which were common to Nevada at the time. The Ichthyosaur is Nevada’s state fossil.
3. Video and Graphic Projections – These will serve as visual aids and add significant content to the exhibit. Planned projections are:
  - *Life Morphing* – This visitor-activated video projection will depict life as it began and evolved over millions of years and will be augmented with content through an audio component.
  - *Fossil Plant Life* – These graphic projections will aid visitors through tactile explorations of plant fossils; visitors will view plants as they appeared during the time they existed.
  - *Ichthyosaurs* – This graphic projection will depict ichthyosaurs moving on a mural background.
4. Investigation Station – Computer Kiosks – These two computer stations will allow visitors to further investigate prehistoric time and life using cutting-edge software and visitor-activated computer stations.
5. Ambient Sounds – Sounds will allow visitors to be absorbed in prehistoric time. By adding ambient sounds to the gallery, visitors will get a sense of time and environment.

**Interactive Exhibit Integration:**

An interactive tactile table will be added to the gallery to aid visitors as they explore a mural of prehistoric time. Hands-on components will allow visitors to feel coral, jellies, mollusks, and other prehistoric marine life. In addition, a visitor-activated spotlighting feature will point a laser to corresponding organisms depicted on the mural.

**Upgrades to Existing Exhibit Elements:**

To seamlessly blend new exhibit components with existing aspects of the Prehistoric Life Gallery, the following elements or upgrades will be an integral part of the proposed project:

1. Addition of transitional murals, railings, and foliage;
2. Improved information text panels throughout the exhibit;
3. Mapping of all electrical circuits in the gallery.

Management of the proposed project will involve experienced Museum staff members, including the Museum Director, and Exhibit Technician. As the founding Director, Marilyn Gillespie has been involved with the Museum's development since its inception in 1989. Her overall knowledge of the Museum's operations and audiences and her deep understanding of the community will help guide this project in achieving its goals. The Museum's Facility Manager and Exhibit Technician, Glenn Orsburn, brings unique expertise and experience to this project: a background in exhibit design as well as manufacturing and installation of exhibitions. (As a small museum, our staff members wear a number of hats; Glenn serves as the lead exhibit development person as well as the person responsible for maintenance and upkeep of the facility.) Glenn's credentials and experience will prove invaluable as he coordinates the work of the project team, including Museum staff and contractors, whose skills complement those of permanent staff. As the project moves forward, planning meetings and ongoing communication will ensure that project milestones and deadlines are met. The project team will also build in sufficient flexibility to make adjustments to the project, as needed, to successfully reach the project's goals.

The Museum will evaluate the success of the project against established goals, outcomes, and indicators (stated below). In addition, as an exhibit enhancement project, the use of front-end, formative, and summative evaluation is essential. Thus, the Museum will incorporate these assessment elements into this project. Front-end evaluation has been carried out by means of teacher evaluations, visitor surveys, and a teacher study conducted by the University of Nevada/Las Vegas, as described in section 5 of this proposal. Formative evaluation will be carried out as exhibit mock-ups are completed and installed, to test the effectiveness of exhibit components prior to final installation. Summative evaluation will be an ongoing activity once the exhibit is fully installed and will be a priority for the Education Director.

**The goals of the proposed project are to:**

- Assist in accomplishing the Museum's mission, including educating about past environments;
- Create a cohesive and consistent thematic flow regarding prehistoric life adaptations;
- Engage visitors in a meaningful educational experience;
- Support local teachers by providing content directly correlating to school curricula.

**Intended project outcomes include:**

- Visitors will be familiar with prehistoric life and the various adaptations that aided the survival of plants and animals and ultimately may have caused their extinction;
- Visitors will be meaningfully engaged as they explore the prehistoric world through the use of multi-sensory technology;
- Teachers will have a resource to aid them in development of lessons, vocabulary, and content regarding evolution, adaptation, and dinosaurs.

**Expected indicators demonstrating project success are:**

- At least 80,000 visitors will visit the Prehistoric Life Gallery annually;
- At least 30,000 school children will visit the Prehistoric Life Gallery on structured field trips annually;
- The Museum will experience an anticipated 20% increase in Memberships following the Grand Reopening;
- 30% of Family Weekend programming will include activities within the Prehistoric Life Gallery (16 Saturdays annually).

**2. GRANT PROGRAM GOALS**

The proposed project supports the *Museums for America* program goal of Supporting Lifelong Learning by providing an enriched venue for school children and families to become immersed in meaningful informal learning in an environment that is conducive to interaction and enjoyment. By successfully completing the project, the Las Vegas Natural History Museum will be able to more effectively serve the public through enhanced learning experiences, while at the same time further the institution's mission and strategic plan.

The exciting natural world and its myriad of inhabitants, whether past or present, is a great setting for encouraging and modeling the idea of lifelong learning for people of all ages. Whether a first grader, fascinated by the large teeth of Cretaceous period carnivores such as T-Rex; a father and his two children viewing an exciting projection of life morphing through the ages; or a daughter, mother and grandmother discovering how fish adapted to land and "crawled" from pond to pond through an interactive computer program—visitors to the upgraded Prehistoric Life Gallery will become engaged and educated within an enjoyable environment. Through the use of interactive and engaging exhibit elements, the Museum will provide an experience for students and families that will leave them excited about learning and inspire them to continue on a path of lifelong learning.

**3. HOW PROJECT FITS INTO STRATEGIC PLAN AND MISSION**

**Museum's mission statement:** *The Las Vegas Natural History Museum is a private, non-profit institution dedicated to educating children and families of the community in the natural sciences, both past and present. Through its interactive exhibits, educational programs, and the preservation of its collections, the Museum strives to instill an understanding and appreciation of the world's wildlife and ecosystems and explore the human relationship with the environment.*

The proposed project fits seamlessly into our mission and helps further the institution's Strategic Plan, specifically Goal 7: *Enhance the Museum's Prehistoric Life Gallery and increase amount of space allotted to that topic area, to respond to visitor surveys and focus groups to increase the prehistoric exhibits.* By integrating state-of-the-art technological advances into the Prehistoric Life Gallery and adding well thought-out and designed elements, the Museum will increase the amount of interactivity and the effectiveness of the exhibit in engaging and educating our target audience of children and families.

In addition to advancing Goal 7, this project will also help address most other goals within the current Strategic Plan by enhancing the Museum as a whole. In the area of increasing and diversifying revenue streams (Goals 1, 5 and 8), this upgraded state-of-the-art exhibit will help the Museum leverage additional funding from local, regional, and national funding sources and attract new corporate partners. In the area of building a stronger board and staff (Goals 2 and 4), strengthening the Museum through enhanced exhibits will increase the stature of the museum in the eyes of the community and help attract board members representing geographical diversity and who have the ability to provide leadership gifts, as well as qualified, professional staff. In the area of increasing attendance (Goal 3), we expect visitation and membership to grow steadily as a result of this exhibit initiative. Finally, in the area of preparing for accreditation (Goal 9), having enhanced exhibits built to museum professional standards will strengthen the Museum's position when applying for accreditation.

Our proposed project is a clear investment in institutional capacity—in various arenas. In addition to strengthening many aspects of the Museum's operation, as detailed above, the process of developing the exhibit will help increase the professional experience of key staff members in the area of project management and build internal capabilities for future exhibit projects. Bringing a sixteen-year old exhibit into 21<sup>st</sup> century standards will be a large and important undertaking for the modest exhibit staff at our Museum—one that will affect not only the Museum but also those involved in the project. Once complete, the enhanced Prehistoric Life Gallery will be maintained by Museum staff, and operation and maintenance costs will be incorporated into the Museum's annual budget. The long-term impact of this project will include increased or enhanced visitors' educational experiences, revenues, attendance, Museum image, and staff capabilities and is therefore an important endeavor for the Las Vegas Natural History Museum.

#### **4. STRATEGIC PLAN: PROCESS AND FINANCIAL RESOURCES**

The Board of Directors of the Las Vegas Natural History Museum approved a 5-year plan in December 1999 to carry the Museum into the 21<sup>st</sup> Century (2000-2005). Many of the stated goals from that plan were successfully completed, and in late 2005-2006, Board, staff and community members once again provided input for the development of a new strategic plan for the next three calendar years: 2007, 2008 and 2009. Stakeholders who were involved in the process included Board members (comprising a broad cross-section of community leaders), staff, Clark County School District educators, and Museum visitors (both adults and children).

Educators were involved through two focus groups conducted with teachers who had visited the Museum during the previous year. Valuable input provided by these elementary school teachers included useful information regarding the exhibit halls and their effectiveness in providing a meaningful educational experience for students. In rating the exhibits, the Dinosaur exhibit was rated third (behind the Marine exhibit and the African exhibit), indicating the need to make improvements to that gallery. A Visitor Survey was conducted in April 2006 and a children's forum was held in summer 2006, where children were asked what their favorite areas of the Museum were and why they enjoyed those areas. The surveys and interactions with visitors of all ages were meant to identify visitor needs, gauge visitor experience, and discover the perceived strengths and weaknesses of the museum. In general, results indicated a need for exhibits that appeal to children, upgrading of current exhibits, and more interactive exhibit components.

In the process of developing the strategic plan, the planning team (representing both the Museum and the community) completed a comprehensive examination of the Museum's strengths, weaknesses, opportunities, barriers and threats. The final strategic plan document grew from this process and was informed by representatives from within and outside the Museum. Other relevant information used in finalizing the plan was derived from a Fundraising Feasibility Study that had been conducted in 2004 and an Accreditation Readiness Study conducted in 2005. The Feasibility Study concluded that LVNHM is not ready for a capital campaign but recommended the establishment of an endowment and an aggressive building committee within the Board. The Readiness Study concluded that overall LVNHM meets the criteria for accreditation and should be able to make a strong application, and also included recommendations of areas to further strengthen.

Starting as an organization with no assets or financial backing fifteen years ago, the Museum has slowly progressed to maintaining modest cash assets. Currently, LVNHM has three strong streams of operating revenues: earned income (admissions, gift shop revenues, interest income); fundraising/membership income (donations, special events, membership dues); and restricted revenue (education program, at-risk donations, school bus fund, exhibit donations, animal care donations). The Museum has generally operated with a positive annual year-end balance and remains debt free.

Tremendous support for the Museum, in the form of non-cash donations, comes from all areas of the community, including local government, corporations, the media, the educational community, and citizens. The City of Las Vegas charges the Museum rent of \$1 per year, which saves the Museum \$210,000 annually for

rent. Repair and maintenance, pest control, utilities, and building insurance are also provided by the City—at an annual savings of \$13,580. Local contractors initially contributed services and materials to renovate the building and they continue to help with expansion projects as the Museum builds a stable base of financial support. Thus, in the Museum's 15-year history, prudent allocation of resources and ongoing community support have helped to ensure the long-term financial stability of the Museum—a path that LVNHM will continue to follow, as it explores new sources of revenue.

## 5. APPROPRIATENESS OF PROJECT FOR INSTITUTION, AUDIENCE

The primary Museum audience is families and school children from our local area (88% of visitors were local residents in 2005). In serving this audience, the Museum reaches across ethnic boundaries as well as income and educational levels to offer a place where families, or teachers and students can come together and experience the joy of learning. The Museum is located within one of the most culturally diverse communities in all of southern Nevada: 53.4% White Non-Hispanic; 26.7% Hispanic (the fastest growing sector); 13.6% African-American; 5.5% Asian; .8% Native American, and .1% from all other groups. Demographics of Clark County School District students indicate a slightly higher minority population: 41.5% White Non-Hispanic; 35.2% Hispanic; 14.3% African-American; 8.2% Asian; .8% Native American. Our immediate service area has been designated as an *Enterprise Community Zone* by the federal government (at least ten contiguous moderate to low-income census tracts) and contains a high concentration of families with low-incomes. More than one-third of the households' annual incomes are below the federal poverty level (Source: U.S. Census Bureau).

The intended audience for the proposed project is families and school groups from Clark County, with a particular focus on the children of Clark County School District (CCSD), which is the 5<sup>th</sup> largest school district in the country (see demographics above). LVNHM serves more than 30,000 Clark County school children annually through onsite educational programming and is the educational facility with the highest visitation by CCSD students. Aside from school children, which constitute 59% of the Museum's total attendance, families with young children comprise the highest percentage of visitors, totaling approximately 46,000 in 2005. The development of the proposed project is directly aimed at our student and family audiences, both of whom have indicated a high interest in the topic of dinosaurs (see discussion of survey results below).

As a way of assessing the needs of our audience, LVNHM has collected and/or examined data from three different sources: teacher evaluations, visitor surveys, and a study conducted by the local university. As detailed below, results show the high priority placed on the topic of dinosaurs and the need for a highly interactive experience with meaningful content.

- 1) **LVNHM Teacher Evaluations:** Between June 2005 and April 2006, 103 teacher evaluations were completed. When asked if they were able to make clear connections between the Museum experience and the classroom curriculum, 20% of the teachers responded that they made a connection in the "Dinosaur gallery." This response represents the second highest area mentioned by teachers (32% cited ecosystems/habitats). Suggestions made by teachers in the written surveys included more multi-sensory activities, more accessible signage, and more interactive activities.
- 2) **LVNHM Visitor Surveys:** Surveys conducted after the upgrade of the Museum's Wild Nevada Gallery, completed in May 2006, indicate that visitors feel more engaged in that gallery by using the added multimedia components. Comments indicate that this gallery is now one of the favorites for children and family groups. One mother stated, "My sons never wanted to come in this room; today I can't get them out of it." Based on data collected by Museum staff, visitor time within the gallery doubled since the renovation. A similar renovation in the Prehistoric Life Gallery, which is the subject of this grant proposal, will likely yield similar results in that area of the Museum.
- 3) **University of Nevada/Las Vegas Teacher Survey:** In 2006, more than 100 teachers participated in a study designed and conducted by UNLV to determine what types of science and cultural programming is most useful to teachers, how to structure and deliver programs, how teachers use field trips with respect to academic and testing requirements, and how to best meet the needs of this specific audience. Overall,

factors that seem to be most important for teachers are the content and experiential quality of field trip activities. The setting also plays an important role and a site that is “fun,” “interesting,” or “new” is likely to make for a good field trip. Recommendations from this study suggest that sites such as LVNHM should make museum visits more experiential to more effectively involve students in the process of science.

Results of needs assessments clearly reveal that teachers are looking for more significant academic experiences for their students; parents want more exciting educational experiences for their children; and all audiences are seeking more engaging exhibits. The use of upgraded technology, interactive exhibit components, and multimedia and multi-sensory experiences will help LVNHM provide visitor experiences that are more engaging and meaningful and meet the needs of our target audiences: school groups (teachers and students) and families.

This project will be promoted and publicized in a number of ways. Teachers will be notified of enhancements to the Prehistoric Life Gallery through the school district’s website (INTERACT), e-mail announcements sent by the Museum to teachers on its database, and an online Teacher Resource Guide sponsored by the Public Lands Institute at UNLV. In addition, the Museum will work with Clark County School District’s Partnership office as well as communicate directly with regional superintendents. The varied means of communicating with educators illustrate the vast importance of this audience to the Museum.

Families will be informed about the exciting changes to the Museum’s Prehistoric Life Gallery through the quarterly member newsletter and press releases to the local media—including radio, TV, newspapers and magazines. A unique approach that will be incorporated into the TV campaign is the use of local “talent.” A ventriloquist and his puppet “Scorch” will help inform the public of this project upon its completion. Over the past year, the Museum has been successful in increasing attendance by having “Scorch” serve as a Museum spokesperson. In addition, a meteorologist at the highest-rated local TV station will do live broadcasts from the Museum to introduce the renovated gallery to the public.

Spanish language newspapers (*El Mundo*, *El Tiempo Libre*); radio stations (FM: KRNN, KQMR, KWID, KISF, KQRT and AM: KLSQ, KRLV); and TV stations (KINC, KELV, KVPX) will also be targeted for distribution of information to their audiences. Given the fast pace at which the Hispanic population is growing in Las Vegas, the Museum feels it is important to raise their awareness of the LVNHM as a destination and resource for their families and to increase their involvement with the Museum.

## **6. PROJECT RESOURCES: TIME AND BUDGET**

The enhancement of the Prehistoric Life Gallery is a high priority for the Las Vegas Natural History Museum and will help further its Strategic Plan. Therefore, the Museum will devote needed resources to implement and successfully carry out the project. Throughout its history, the Museum has effectively made use of experienced permanent and contract staff and talented volunteers to plan and complete projects in a timely and successful manner; the proposed project will be no exception. The Museum carried out a similar project in its Wild Nevada Gallery in 2005-2006, using the same dedicated and qualified project staff that will be involved in the proposed project. In addition to the time and talents of its human resources, LVNHM will provide needed facilities, equipment, and supplies to successfully complete the proposed project.

**Project Timeline:** Planned activities for the enhancement of the Prehistoric Life Gallery will take place over a two-year period, from September 1, 2007 to August 31, 2009, and will include research, design, creation, and installation of the new exhibit components. A critical factor in this project will be the interconnectivity between existing exhibit components and new elements to be added. Research and design work will take place during the first six months of the project. Production and fabrication of exhibitory components; identification and purchase of appropriate software, hardware, and lighting; and site prep (electrical wiring modifications, demolition, and remodel) will follow, over the next six months. Text development and review will take place in late summer and fall of 2008. By the end of 2008, mock-ups of specific project elements will be temporarily installed (where

possible) to test design, content, and placement. Formative evaluation will take place in early 2009 by soliciting input from Museum visitors and making adjustments as needed. Installation of final exhibit components and the grand opening of the exciting, renovated gallery will occur in spring through summer of 2009. During the final two months of the project timeline, staff involved in the project's development and implementation will provide the Director with needed information to develop the final report. In addition, the Education Director will tweak assessment tools used during formative evaluation for ongoing review and summative evaluation of the upgraded exhibit, once school and family groups visit and become engaged with the exhibit.

**Project Budget:** Funds requested from IMLS will primarily cover expenses related to new exhibit components, including video animations, projections, and graphics. Matching funds are composed of: (1) time of Museum project team, volunteer design consultant, and scientific advisors; (2) electrical work in exhibit space carried out by the City; and (3) the development of artwork for the video animation components (Page Productions). Our creative and competent exhibit team has a great deal of experience stretching limited exhibit dollars and will carry out this project in a cost-efficient manner.

The allocation of Museum resources (staff, time, facilities) and the provision of matching funds from the Museum and the City reflect our commitment to the proposed project. As the sole resource for many area residents for affordable, engaging, fun science-learning opportunities, the Museum feels a strong responsibility to provide the best possible educational experience to Las Vegas' school children and their families.

## **7. PROJECT RESOURCES: PERSONNEL AND TECHNOLOGY**

The project team will include a group of qualified and dedicated Museum staff members that includes the Museum Director, Education Director, Art Director, and Exhibit Technician. Other crucial team members will be two contract artists, an exhibit design consultant and two content experts. Marilyn Gillespie, the Museum's founding director, has knowledge, experience and institutional memory that will serve this project well. She will be responsible for oversight of financial aspects of the project and reporting duties. Amy Page, Education Director, has ten years' experience in Museum education. Her responsibilities will be in the area of developing educational scripts for computer programs integrated into the exhibit. The Art Director, Margaret Orsburn, has a B.A. in graphic design and more than 28 years' experience in graphic design. She will guide the artistic design elements of the project. The Museum's Facility Manager and Exhibit Technician, Glenn Orsburn, has a degree in Mechanical Engineering and Drafting & Design Technology and more than 25 years' experience in exhibit design, manufacturing, and installation. He will serve as project manager, responsible for coordinating all aspects of the project. The Museum will contract with a talented local artist, Ed Bigelow, who has done extensive work for the Museum over the past several years and is an accomplished artist, painter, and sculptor with more than 30 years' experience. He will be responsible for the development of murals and the fabrication of flora and the tactile table exhibit. A 3-D animator, Phil Page (Page Productions), will develop the five computer animations to be integrated into the exhibit. He holds a B.F.A. in Art (Computer Animation) and has 7 years' experience instructing computer animation and creating 3-D art and animations. Norm Ikeda will serve as a Design Consultant and will advise on all areas of planning and research as well as keeping the project in line with industry standards and best practices. He has extensive experience in museum exhibit design from many years of involvement at various museums, including the Smithsonian Institution and the Natural History Museum of Los Angeles County. Michele Jones, a Paleontologist who was a LVNHM staff member for 12 years, and Steve Roland, a UNLV geology professor, will serve as advisors to ensure the accuracy of all exhibit content. Since this project is a high priority for the institution, Museum staff dedicated to the project will integrate project activities into their daily schedules and thus be able to commit adequate time to manage and implement the project. Other Museum staff (e.g., Programs Specialist, Volunteer Coordinator, Collections Coordinator) will play a critical role in assisting and supporting project staff during the project period. Our small staff is accustomed to pitching in where needed and will provide support for this exhibit enhancement project if the need arises.

Las Vegas Natural History Museum

## Prehistory Gallery : Schedule of Completion

[illegible]



## BUDGET FORM: Section B, Summary Budget

	\$ IMLS	\$ Cost Share	\$ TOTAL COSTS
1. Salaries and Wages	\$6,656.00	\$28,236.00	\$34,892.00
2. Fringe Benefits	\$0.00	\$3,954.00	\$3,954.00
3. Consultant Fees	\$0.00	\$7,200.00	\$7,200.00
4. Travel	\$0.00	\$0.00	\$0.00
5. Supplies and Materials	\$30,540.00	\$8,500.00	\$39,040.00
6. Services	\$34,245.00	\$1,875.00	\$36,120.00
7. Student Support	\$0.00	\$0.00	\$0.00
8. Other Costs	\$10,500.00	\$33,000.00	\$43,500.00
TOTAL DIRECT COSTS (1-8)	\$81,941.00	\$82,765.00	\$164,706.00
9. Indirect Costs	\$12,291.00	\$12,414.00	\$24,705.00
TOTAL COSTS (Direct and Indirect)	\$94,232.00	\$91,179.00	\$189,411.00

### Project Funding for the Entire Grant Period

1. Grant Funds Requested from IMLS	\$94,232.00
2. Cost Sharing:	
a. Applicant's Contribution	
b. Kind Contribution	\$95,179.00
c. Other Federal Agencies*	
d. TOTAL COST SHARING	\$95,179.00
3. TOTAL PROJECT FUNDING (1+2d)	\$189,411.00
Percentage of total project costs requested from IMLS	49.75 %

\*If funding has been requested from another federal agency, indicate the agency's name: